



## ROLE-PLAYING GAME MANIFESTO

THESE RULES ARE WRITTEN ON PAPER, NOT ETCHED IN STONE TABLETS.

RULES ARE SUGGESTED GUIDELINES, NOT REQUIRED EDICTS.

IF THE RULES DON'T SAY YOU CAN'T DO SOMETHING, YOU CAN.

THERE ARE NO OFFICIAL ANSWERS, ONLY OFFICIAL OPINIONS.

WHEN DICE CONFLICT WITH THE STORY, THE STORY ALWAYS WINS.

MIN/MAXING AND MUNCHKINISM AREN'T PROBLEMS WITH THE GAME:  
THEY'RE PROBLEMS WITH THE PLAYER.

THE GAME MASTER HAS FULL DISCRETIONARY POWER OVER THE GAME.

THE GAME MASTER ALWAYS WORKS WITH, NOT AGAINST, THE PLAYERS.

A GAME THAT IS NOT FUN IS NO LONGER A GAME — IT'S A CHORE.

THIS BOOK CONTAINS THE ANSWERS TO ALL THINGS.

WHEN THE ABOVE DOES NOT APPLY, MAKE IT UP.